

REMARKS/ARGUMENTS

The Office Action of June 5, 2006 has been carefully reviewed and these remarks are responsive thereto. Reconsideration and allowance of the instant application are respectfully requested.

Support for "the application comprises a photo-realistic virtual reality model, creating an environment in which the user is able to dynamically interact with the objects in a 3D space" can be found, for example, at page 6, lines 30-31; page 9, lines 25-26; page 13, lines 33; page 17, lines 33-34, and page 18, line 1.

Support for "databases with the information are coupled to the objects using a direct-manipulation interface allowing the user to identify, select, navigate and manipulate the objects of the model, wherein that the virtual object is used as an intuitive visual access interface to the information concerning the object" can be found, for example, at page 8, line 18-21; page 9, line 15-20; page 11, lines 21-23 and lines 32-33, page 14, lines 6-7.

Support for "wherein the client-server software architecture provides a near real-time interaction of the user with the virtual reality" can be found, for example, at page 12, lines 15-20, and page 14, lines 8-10.

The system of claim 1 enables the representation of physical objects

- by smart photo-realistic digital models (3D)
- within a real time interactive environment (4D)
- and with all associated intelligent attributes (5D) stored in databases and coupled to the object using a direct-manipulation interface.

Such a 5D representation "knows" everything about itself. In other words, a simple lighting fixture "knows" where it should be connected to what kind of power, how much energy it is consuming and when the lamp needs to be replaced. In a similar way the 5D representation of a complex configuration "knows" all connections, conditions, consumption, etc of all its parts. Within such a real time interactive environment, 5D objects can be inserted, moved, integrated,

auto-connected, etc. The server-client architecture enables an interactive collaboration platform. Logging on to a central server from any web-based client computer around the world provides access to the 5D environment.

The system of claim 1 is specially developed for the High Tech Industry and used for viewing, designing, assembling, e-learning, installation, operation, maintenance, information, documentation and communication.

Claim 1 as amended recites:

- the application comprises a photo-realistic virtual reality model, creating an environment in which a user is able to dynamically interact with objects in a 3D space, where important dynamic activities are represented by means of an animation by corresponding movements;
- databases with the information are coupled to the objects using a direct-manipulation interface allowing the user to identify, select, navigate and manipulate the objects of the model, wherein that the virtual object is used as an intuitive visual access interface to the information concerning the object;
- wherein the client-server software architecture provides a near real-time interaction of the user with the virtual reality.

Response to Office Action

Claims 1-6 and 8 stand rejected under 35 USC 102(e) as anticipated by Hubrecht et al (US 2003/0117397).

Hubrecht does not disclose a system which is adapted to create a photo-realistic virtual environment in which a user is able to dynamically interact with objects in a 3D space. Hubrecht merely discloses a method for generating VR files from a 3D model of a complex environment. The representation of the model does not comprise an intuitive visual access interface to the information concerning the object.

Further, as discussed above, the features of the instant claims create a 5D environment with virtual 5D objects (3D space, real time, direct-manipulation interface to intelligent attributes

in database) having the advantage that a user can act exactly in the same way as in the physical reality. Such a system is simply not disclosed in Hubrecht. Withdrawal of this rejection is requested.

Claim 7 stands rejected under 35 USC 103 as unpatentable over Hubrecht in view of Glezerman (2003/0207237). Claim 7 depends on claim 1.

Hubrecht does not teach or suggest claim 1 for the reasons identified above. Glezerman is relied on for teaching a system for making appointments between users. Glezerman does not teach or suggest creating a 5D environment with virtual 5D objects as claimed. Therefore Glezerman does not remedy the deficiencies of Hubrecht. Withdrawal of this rejection is requested.

Claims 9 and 10 stand rejected under 35 USC 103 as unpatentable over Hubrecht in view of Glezerman and further in view of Jung (2003/0208342).

Hubrecht and Glezerman do not teach or suggest claim 1 for the reasons identified above. Jung discloses a method for converting 2D drawings that illustrate construction elements into construction information. There is no 5D environment in which information about objects in this environment can be accessed via an intuitive visual access interface. For at least this reason, Jung does not remedy the defects of Hubrecht and Glezerman. Withdrawal of this rejection is requested.

Claims 11 and 12 stand rejected under 35 USC 103 as unpatentable over Hubrecht in view of Jayaram et al (2002/0123812).

Hubrecht does not teach or suggest claim 1 for the reasons identified above. Jayaram discloses a method employing a virtual reality integrated with a CAD system to simulate the virtual assembly of a finished product. In Jayaram's system it is not possible to get information about objects in a real-time environment which can be accessed via an intuitive visual access interface. Therefore Jayaram does not remedy the deficiencies of Hubrecht. Withdrawal of this rejection is requested.

Claims 13, 14 and 16-20 stand rejected under 35 USC 103 as unpatentable over Hubrecht in view of Carlson et al (2003/0007000).

Hubrecht does not teach or suggest claim 1 for the reasons identified above. Carlson does not teach or suggest creating a 5D environment with virtual 5D objects as claimed. Therefore Carlson does not remedy the deficiencies of Hubrecht. Withdrawal of this rejection is requested.

Claim 15 stands rejected under 35 USC 103 as unpatentable over Hubrecht in view of Carlson and further in view of Goodman (US 7,020,697.)

Hubrecht and Carlson do not teach or suggest claim 1 for the reasons identified above. Goodman does not teach or suggest creating a 5D environment with virtual 5D objects as claimed. Therefore Goodman does not remedy the deficiencies of Hubrecht and Carlson. Withdrawal of this rejection is requested.

CONCLUSION

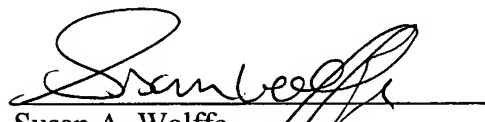
In view of the above amendments and remarks, withdrawal of the instant rejections and issuance of a Notice of Allowance are requested. If any additional fees are required or if an overpayment is made, the Commissioner is authorized to debit or credit our Deposit Account No. 19-0733, accordingly.

Respectfully submitted,

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APPENDIX